

H I N T B O O K



LOST IN TIME

He Plotted Your Doom
Centuries Before You Were Born.



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 SIERRA

HINTBOOK



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Centuries Before You Were Born.



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Lost
In
Time

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Introduction

The whole point of playing Lost In Time is to discover its puzzles and solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or this may be your first experience with an adventure game. If you feel that you're really stuck, look through and find the question that best describes your problem.

Think of this book as your complete reference to Lost In Time. The hint answers are written to give you the exact actions you need to solve the puzzle. We recommend you read only the hints you need when you're completely stumped. In fact, if you read every answer (one after another) in this book, you'll complete the game very quickly, but you'll miss the challenge and excitement. You get the point, right? Please use this book with discretion.



Note to Beginning Adventurers

If you've never played a Interactive Adventure , here are some tips to help get you started:

- 1) Remember to save your game frequently, especially whenever you're about to try something that could be risky. If you mess up, you can restore to your previous position and try something different. Your game manual has more details on saving and restoring games.
- 2) Pay attention. Look at everything and talk to everyone. Pick up anything that's not nailed down. You never know where you might pick up a valuable object or clue.
- 3) Try anything. Anything you try might be the solution to a game situation. Just remember to save first.

Thank you for purchasing Lost In Time. We hope you have as much fun playing it as we had creating it.

General Questions

Where am I and what am I supposed to be doing?

Doralice, you begin the game in the hold of a Spanish Galleon. You've been teleported to the year 1840. How did you get here? That is what your investigation is all about. Only the most inquisitive minds will find out. Good luck, Doralice.

What's the object of this game?

Doralice, you've been teleported through time to a strange and dark place. You want to find out who's done this to you and why. As your investigation progresses, you'll begin to face life-threatening situations.

What's with this notebook?

You're on a very complex and confusing mission. To keep track of everything, you take notes. You'll see the notebook icon flash during important moments during your quest. Refer to your notebook to help you make sense of what goes on around you.

How can I use one inventory item on another?

After you select an inventory item, your mouse cursor will take its shape. While your mouse cursor is that new shape, move it up to the Icon Bar and select the Inventory Icon. Now click your mouse cursor on another inventory item to see if the two items will go together. Sometimes you'll need to assemble more than two items.

What's the joker hat icon for?

To make playing the game easier, Lost In Time has its own built-in hint feature. The difference between the hints in the game and the hints printed here is this: In the game, the hints tell you what to do without explaining how to do. The hints printed here tell you what to do and give you the step-by-step instructions to solve every puzzle.

Here's how the joker hat works. You start off with three hints. You may use them all in a row if you wish. If you do, though, your joker hat will run out of hints. However, if you solve some puzzles on your own, you'll recharge your joker hat. Therefore, you'll have plenty of hints to read during game play just as long as you don't use the joker hat all the time.

How do I look at things, talk to people, etc.?

Check out the icon bar at the top of the screen (place the mouse cursor at the very top of the screen). These icons represent all possible game activities.

When you choose an icon, the cursor will change to that shape. Your main action icon is an arrow. This cursor performs many different game actions. You will want to use it liberally. Use it to talk to someone, look at something, walk somewhere, and take action on something. You can also click your right mouse button to quickly bring up your inventory items. Free tip: When you're stumped on a puzzle, try using all your inventory items on things in the room.

Do I ever get to leave the Briscarde?

Sure. But first you have to figure out how to get out of the hold. As you explore the ship, you'll begin to meet others whom you can help. In turn, they'll help you get off this ship.

Main Hint Section

Note: Before reading the hints here, please take a few minutes to read through your Lost In Time game documentation.

1840: The Briscarde (Before Visiting the Manor) In the Hold



I think I'm stuck in this hold.

There's an opening in the floor, but it's too dark to go through. How do I get out?

Did you find the lamp behind the barrels? To get out of the hold the first time, use the lamp on the opening (trapdoor) to go into the bilge. After that, you'll simply use your mouse cursor on the opening to get out.

How do I open this locked chest?

I found a lamp behind some barrels. What do I do with it?

I found a sponge, now what?

That's a cool poster, but I can't seem to take it. Am I supposed to get it?

I found a knot-hole behind the poster, but it's plugged up. How can I look through it?

Sorry, Doralice. You can't open it right now. Later on in the game, however, you'll pick up an object to open it with.

You can use the lamp for two things: climbing safely through the opening in the floor and later looking behind the barrels in the other corner.

You can use the sponge to look behind the poster on the wall. Wet the sponge by using it on the bucket of water, then use the wet sponge on the poster.

No. But you can look behind it if you use a wet sponge on it. If you don't have a sponge in your inventory, use your lamp on the barrel beside the opening. You'll find a sponge there.

Do you have a corkscrew in your inventory? You found it in the bilge behind the chain. Use the corkscrew on the knothole.

I looked through the hole in the wall and this Yoruba dude gave me a knife. What do I do with it?

You can use the knife to get out of the hold and explore other parts of the ship. Have you tried using it on the center post?

So far I can go through the hold and bilge. How can I get to other parts of the ship?

Do you have a knife? If not, you need to talk to Yoruba. Look through the knothole behind the poster. He'll give you a knife. Once you have the knife, use it on the center post to carve a step. Now you'll climb out of the hold.

In the Bilge

I'm in the bilge, where do I begin?

Did you notice the cask on the floor? Take a look inside it.
I found some palm oil. Is this useful?

Yeah. Oil is good for unsticking mechanisms. Do you see anything mechanical in this room?

I'd like to try that pump handle, but it's stuck. Am I doing something wrong?

The pump is rusted shut. Did you find the palm oil in the cask? Use the palm oil on the pump handle. Now you can work the pump.

Well, I haven't found anything else besides the palm oil. I guess it's time to leave the bilge?

Wait a minute. Didn't you see the pump? Use the palm oil on the pump handle. After you've operated the pump, take a look behind the chain. You'll find a corkscrew you can use later. Now you can leave the bilge.

On Mid Deck

Hey! This door is really stuck. How do I get it open?

You'll need to put something on the door's tracks to make it slide better. You need to explore mid-deck. Have you noticed any containers? On one side you'll find three containers. Look in each of them.

I found a towel. What should I do with it?

Think about it. You can use the towel as a handle. Have you noticed a ring hanging from a rope? Slip the towel through the ring.

In the back of the ship, I found a stone plate with a notch. How can I open it?

Did you notice a ring on a rope? It's above the bag of cinnamon bark. Use the towel you took from one of the three containers on the floor to pull down on the ring. Now the stone plate will slide open.

I found a ring on a rope, but I can't reach it. What do I do?

Do you have a towel? If not, you'll find one in one of the three containers along the wall. Use the towel on the ring.

Hey! I pulled on the ring and a secret compartment opened!

Yeah. Now look inside there and take what you find.

The secret compartment bottom moves. What do I do with that?

Right now you won't do anything with it. But later on, you'll place an object there.

Okay, I have some soap. What do I do with it?

Have you tried using the soap on different objects in the room? Did you notice a rusty old cannon barrel lying on the floor? It's just behind the other cannon. Use the soap on this barrel. Also if you have a corkscrew, pliers or nail in you're inventory you can use them on the soap.

All right. Now I have some grated soap shavings. What can I sprinkle them on?

Have you noticed the sliding door that doesn't slide? Why not try these soap shavings on the door rails? Soap shavings are very slippery you know.

Present day: Manor de Prunelier At the Gate



Whoa. Where am I? A second ago I was talking to some dude back on the ship and now...?

If I own this Manor, how come I can't open this gate?

Very strange. Somehow you've jumped forward in time. Now you're at the Manor you've inherited during the present day. Who or what could have done this to you?

You can, Doralice. You'll have to figure out a way to move the horse then break the lock on the gate.

Is that tractor important?

Sure. Look around in it. It has the items you need to get the gate open.

I searched the tractor, but I didn't find anything to help me get the gate open. What am I supposed to find?

I found a small pipe. What can I use it for?

I can't get that horse out of the way! Any suggestions?

Wow! There's a secret note attached with a dart on the gate. What do I do with it?

Examine the tractor carefully. On the top of the cab, you should see a basket. Look in the basket and take the apple. Then take the battery. Finally, inspect the toolbox a couple of times. Take the empty cigarette pack and the small pipe.

You'll find this pipe is very handy. It holds liquids of all kinds. Try using it on different objects in your inventory. For instance, did you try using it on the battery you took from the tractor?

Did you look in the basket on top of the tractor? Take the apple from the basket then give it to the horse. Now he'll get out of the way.

Why don't you read it? When you do, you'll also take the dart that holds it there. That dart will come in handy later.

I give up. How do I open that gate lock?

You're going to have to break the lock. You can burn it off with battery acid. Use the small pipe on the battery. Then use the small pipe on the lock.

Okay. I got the gate open. Now where?

You can go several places. The lighthouse, a beach, the Manor, a strange building, a vault, the garden and well, and the hold of a wrecked ship. You're free to go to any of these places as long as you can figure out how to get in them.

At the Lighthouse

I'm in front of the lighthouse, but I can't get in. Where do I go from here?

Go to the north side of the lighthouse. There you'll find a barrel with a bottle in front of it. Take the bottle.

Okay. I have a bottle of vinegar. What do I do with it?

You'll use this bottle to get inside the Manor later.

Can I do something with that barrel? I tried to lift it, but it's too heavy.

Actually you can lift the barrel, but you'll have to empty it first. Just punch out the cork in its side using an item from your inventory. You can do this with the dart you took from the dart board hanging on the gate.



Hey! When I picked up the barrel, I found a window. Can I open it? If so, how?

Okay, I broke the window. Now what?

I got a hose. What do I do with it?

Yes. You'll have to break the window. Do you have a roasting spit in your inventory? If not, you'll need to go inside the Manor and take it from the fireplace. Carefully use the roasting spit to break the glass.

Take the hose. Later you can pick up a piece of glass after opening the lighthouse basement door.

Well, this one's a little hard to see at first. You're going to use the hose to unlock the door to the lighthouse. Therefore, tie one end to the handle of the lighthouse door. Then you need to find

I give up. How do I get this lighthouse door open?

How do I get inside this strange building?

something else with enough pulling force to spring open the lighthouse door. Have you visited the strange building?

Begin by attaching the hose to the door handle of the lighthouse. Then go to the strange building. Have you discovered how to get inside it? Once you do, you'll discover the strange house is actually an elevator. Tie the other end of the hose to the railing on the right side of the elevator. Press the elevator button. If you've repaired the elevator, it will go down. The hose will force the lighthouse door open.

Did you notice the hole in one of the steps? That hole is just the right size for one of the items in your inventory. Did you take the portrait on top of the Manor door? Place that portrait in the hole, then click on it with your mouse. A panel will slide around with a two-digit lock on it. The combination to the lock is Philibert's age when he died. Subtract the two dates on the lock to find this out. Enter this number, then click on the lock's cross with your mouse. Now you'll get inside the strange building.

How do I repair the elevator in the strange building?

Have you been inside the Manor yet? Inside there you'll find a fuse box. The fuse that operates the elevator has blown! Here's how to repair the fuse. First, remove the copper wire to open the fuse box. Take the can of resin you find there. Then use the aluminum foil (from the pack of cigarettes you found on the tractor) on the fuse. Replace the fuse. Now the elevator will work.

I'm on the first floor. Anything important in here?

Hey! I found a key inside the wooden shoe. What does it open?

I'm on the second floor. What do I do here?

What am I supposed to find in the desk?

I can't open the door to the cabinet. Is it stuck or something?

Then use the aluminum foil (from the pack of cigarettes you found on the tractor) on the fuse. Replace the fuse. Now the elevator will work.

Do you see the wooden shoe on the steps? Pick it up and look inside it.

It opens the door to the basement.

Why not poke around that desk a little bit? Did you also notice a dresser? Why not look inside it, too? You can also look through the field glass.

When you open the drawer a couple of times, you'll find a book and a tube of acid solution.

Yes, it's swollen by the humidity. But you can pry it open with one of your inventory items. Do you still have the oar you took from the wall inside the Manor? Use the oar on the cabinet to pry it open.

I found a razor. What do I do with it?

I've looked through the field glass out at the ocean. Is there anything worth searching for?

I'm on the third floor, beside the big lamp. What am I looking for?

I've gotten the kerosene, is there anything else I will need?

Okay. How do I open the basement door?

You'll use the sharp edges of the razor to cut something. Have you been up to the second floor of the lighthouse yet?

Yes. Look for a wrecked ship. When you see it through the field glass, click your mouse. Now you'll see a close-up of the shipwreck. Click on the ship once more and you'll see a close-up of the bow. Note the order and color of the symbols, e.g., yellow sword, green cannon, and red cannonball. Write them down. You'll use this information later.

Try looking behind the curtain. You should find a bottle of kerosene.

Yes. Later you're going to need a piece of the curtain. Use the razor you took from the second-floor cabinet to cut off a little piece.

You have the key in your inventory. At least, you should have the key. Did you pick up the wooden shoe from the stairs? Examine the shoe in your inventory. Inside the shoe, you'll find the key. Use that key on the door lock.

In the Lighthouse Basement

I'm inside the basement. Now what do I do?

This is hardly a basement. It's really a locked gate. How do I get that gate open?

Okay, I give up. Where's the mechanism that opens the gate?

I think I found the mechanism, but how do I get rid of the algae?

Do you see the canal valve on the left-hand side of the screen? Turn the valve to open the canal.

Find the mechanism that opens it. Now where is it. Let's see...hmmm. Sometimes the algae grow pretty quickly out here.

It's on the right-hand wall, beside the gate. See it there under the algae?

Did you pick up the acid solution from the desk drawer inside the lighthouse? Did you also pick up a piece of broken glass from the window you broke on the lighthouse's north side? First use the acid solution on the algae. Then scrape off the dead algae with a piece of broken glass.

Where do I find a piece of glass?

I found the mechanism to open the gate. But it's rusted! Can I open it? If so, how?

When you open the basement door, you'll see the window you broke earlier. Take a piece of glass from the inside of the window.

Use the rust remover you got from the vault on the mechanism. Then use the roasting spit on the mechanism to open the gate.



**Wait a minute! I
don't have any
rust remover.
Where did you
say I could
get some?**

The vault. The rust remover is on top of the center beam. Stand on a barrel to reach a bottle of cider. Then go into your inventory and select the bottle's cork. Point the cork cursor at the top center beam and move it across the top of your screen until you see "CORK" at the bottom of your screen. Now click your mouse. The cork will fly off the bottle and out the window. Select the bottle's cork from your inventory. The rust remover container will fall to the ground. Be sure to pick it up.

**I got to the boat
on the other side
of the fence, but
it leaks! How can
I repair it?**

Bail water out with the wooden shoe you found on the lighthouse steps. Do you also have a piece of the curtain from the top lighthouse floor? Place it on the hole. Then plug the hole with the cork you retrieved from the garden well. This will fix the leak.

**How do I get this
boat moving?
There's no
power motor.**

Did you get the oar from the Manor wall beside the fireplace? Use it to paddle your way.

At the Manor Door

**I tried to open
the door and the
handle fell off.
Can I still
get inside?**

Yes. The key's just behind the door on the floor. To get it, you'll need to use the items in your inventory to construct an electromagnet.

**Okay. What's
with the portrait
above the door?**

**Now I've done
it! I tried to pick
the door lock
with a dart. The
real key fell on
the floor behind.
Any suggestions?**

**What do you
suggest I do to
get this key
from under
the door?**

**How do I
construct an
electromagnet?**

Take that portrait down and look at the back of it. See the wire? You'll need that.

To get the key, construct an electromagnet using some items in your inventory.

Slip it out from under the door using an electromagnet.

This isn't too hard. Look at the items in your inventory. Here's what you need: some wire, a door handle, some vinegar, and a battery. You can find some wire from the back of the portrait you took from above the Manor door. You found a battery in the tractor at the Manor gate. You can fill the battery with vinegar. You did get the bottle of vinegar from the north side of the lighthouse? To make the electromagnet, wrap the wire around the door handle and attach it to the battery.



**Wait a minute!
This battery's
useless! I poured
the acid out of it
to open the gate
lock. What can I
do with a
dead battery?**

**Tell me again.
How do I get
that key from
underneath
the door?**

Doralice, you'll have to fix it. Look at the items in your inventory. You should have a bottle of vinegar that you found on the north side of the lighthouse. Fill the battery with vinegar. Now you can use it to make your electromagnet.

Make an electromagnet by pouring vinegar in the battery, wrapping copper wire around the door handle, then attaching the wire-wrapped handle to the battery. Use the electromagnet on the bottom of the door and you'll get the key.

Inside the Manor

**I did it! I'm
inside. It's kind
of creepy in
here. What
should I do first?**

**I found the fuse
box, now what?**

**I can't figure
out the fuse
box. Do you
know where
I can find a
spare fuse?**

**This is my place
now. Is it okay
to take a few
items? I mean,
only things I
really like.**

Find the fuse box. It's just to the left of the fireplace.

Repair a fuse.

Sorry, there aren't any spares. Here's how to repair the fuse. First, remove the copper wire to open the fuse box. Take the can of resin. Find the pack of cigarettes you took from the tractor. Use the aluminum foil from the pack of cigarettes to repair the fuse. This fuse box operates the elevator. Before you leave, be sure to take the roasting spit from the fireplace and the oar from the recess in the wall.

Sure. Take whatever you like. You'll need the oar from the recessed wall and the roasting spit from the fireplace.

I placed the barrel on the flagstone, but nothing happened. What am I doing wrong?

You need to fill the barrel up. Do you see anything around the room that you can use to fill it with?

I found a trunk full of sand. Can I use this sand for anything?

Yes, after you place the barrel on the flagstone in front of the fireplace, use the sand to fill it up.

I don't seem to have anything to scoop the sand up with. What should I do?

Look in your inventory. Do you see a wooden shoe? You should have picked up a wooden shoe from the steps of the lighthouse. Use the wooden shoe to scoop the sand.

Hey! I tried to fill the barrel with sand, but it keeps leaking. What am I doing wrong?

You'll have to plug the hole in the barrel. Use the candle you found in the chandelier at the fisherman's cabin. Now the barrel won't leak.

Can I build a fire in the fireplace?

Yes, when you have the right materials. You'll need an iron bar, a handkerchief, a log, kerosene, and a match. When you build a fire, you'll discover a secret.

Okay. You've persuaded me to build a fire. Could you run me through the steps again?

See the iron rod leaning against the wall to the left of the fireplace? Set the iron rod on the fireplace andirons. Then place the log and handkerchief in the fireplace. Pour kerosene on them. Strike a match on the empty match box and light the fire. Now stand back and you'll discover a secret panel.

Where do I get this stuff for the fireplace?

You'll find the iron rod leaning against the wall to the left of the fireplace. You can find a log next to the front door of the Manor. The handkerchief came from a basket in the fisherman's house. And the container of kerosene was on the top floor of the lighthouse, behind the curtain.

Whoa. I started a fire in the fireplace and a flagstone appeared! What do I do with it?

Place the open barrel on it.

How do I open the barrel?

Did you make a club out of the piece of hardened hose in the garden? Use it to open the barrel.

At the Beach

I took the boat to this beach. Where should I go?

How about inside the fisherman's cabin?

I'm inside the fisherman's cabin. Where should I begin looking?

Start with the dresser.

What am I supposed to find in the dresser?

A ship-in-a-bottle and a bottle of nuoc-mam.

What about that basket on the table?

Look inside it a few times. You'll need the handkerchief, a nail, and a piece of bread.

Is there something under that chair leg?

Well, walk over there and try it. Yes, there's something under there. It's a notebook. Pick up the notebook.

Can I use this chair to find something?

Yes. You can use the chair to stand under the chandelier.

Okay. I'm looking at the chandelier. Now what?

Well, I've done everything in the fisherman's cabin. But I seem to be stuck here.

How do I get back to the Manor?

Remove the chandelier. You can use the nail you found in the bread basket on the handle to take it down.

Go out on the beach. Use the nuoc-mam on the piece of bread. Throw the piece of bread onto the roof. After the gulls knock the buoy off the roof, use the razor on it to cut the rope. Click on the chandelier in your inventory. It will change to an anchor. Attach the rope to the anchor to make a grappling hook. Use the grappling hook on the top of the cliff and you'll climb back into the Manor garden.



Strange Building

How do I get inside the strange building?

Did you notice the hole in one of the steps? That hole is just the right size for one of the items in your inventory. Did you take the portrait on top of the Manor door? Place that portrait in the hole, then click on it with your mouse. A panel will slide around with a two-digit lock on it. The combination to the lock is Philibert's age when he died. Subtract the two dates on the lock to find this out. Enter this number, then click on the lock's cross with your mouse. Now you'll get inside the strange building.

Whoa. There's a secret elevator inside, but it's broken! What's wrong with it?

How do I fix this elevator?

Go to the fuse box in the Manor and wrap the broken fuse in foil. Replace the foil wrapped fuse and the elevator should work.

Hey! After I attached the hose to the elevator, it didn't come back up. How do I open these elevator doors again?

Press on the portrait in the steps. Now the elevator doors will open.

Inside the Vault

Now how do I open that trunk?

Remember looking at the shipwreck through the telescope in the lighthouse? That ship had three symbols on the bow — a sword, a cannon, and a cannonball — in a certain order and color. These are your clues to opening this chest. Use the bottom buttons to change each color and the top buttons to change each symbol.

For example, if the first symbol on the ship was a blue sword, you want to click the buttons on the chest to make the first symbol a blue knife. If the second symbol on the ship's bow was a green cannon, click the buttons on the chest to make the second symbol a green pistol. If the third symbol on the ship's bow was a red cannonball, click the buttons on the chest to make the third symbol a red bullet. When you've changed all the symbols correctly, click on the lower right button to open the chest. Enjoy your treasure, Dora.

Hey! There's no treasure in this trunk. Did someone else steal my treasure?

I can't reach any of the bottles. How do I get one of them?

Nope. You should take the items you find in there though. You'll take notes from the ship's log and use the piece of fiberglass later.

You should have a barrel from the north side of the lighthouse. Set the barrel down, then climb up on it. Now you can reach a bottle.



I got a bottle of cider. Now how do I open it?

This is a little tricky. Go into your inventory and select the bottle's cork. Point the cork cursor at the top center beam and move it across the top of your screen until you see "Use CORK on BOTTLE" at the bottom of your screen. Now click your mouse. The cork will fly off the bottle and out the window. The rust remover container will fall to the ground. Be sure to pick it up.

Uh oh. I popped the cork off this bottle of cider and a container of rust remover flew off the beam in the center of the room. What should I do?

Pick it up. You're going to need it later.

Whoa. Where did that cork go? Will I need it?

Yes, you will need that cork. It flew into the well in the garden.

In the Garden/At the Well

I've wrecked this hose. It leaks like a sieve. Where can I get another one?

You can't get a new hose. You'll have to repair this one.

I'm at the well in the front yard. How do I repair this hose?

First, attach the hose to the faucet. Do you have the piece of fiberglass from the vault? While the hose is lying on the grass, use the piece of fiberglass on the hose. Do you have the can of resin from the fuse box? Use it on the fiberglass. You'll have a repaired hose.

I hooked the repaired hose to the faucet, now what do I do with it?

Use it to fill up the well. Select the end of the hose from the grass, then click it on the well. Turn on the faucet.

What's that thing floating on the surface of the well? I'm not touching it 'til you tell me what it is.

That's the cork you popped off the bottle of cider earlier. Better pick it up. You'll need it later.

At the fisherman's house, I found a ship-in-the-bottle. Now what do I do with it?

You'll need to get inside that bottle. Look for something to break it with. If you have a club in your inventory, use it to break the bottle.

I give up. How do I get the ship inside the bottle?

Cut a piece of (resin) hardened hose with your razor. Now you'll have a club. Use it to break the bottle.

This barrel is sealed tight. How do I get in it?

Use the club you made from the piece of hose to break the barrel's lid. Now you'll have an open barrel.

In the Hold

I see a large wooden box.

How do I open it?

To open the large wooden box, you'll need: pliers, floats, copper wire, a small pipe, some water, a fire extinguisher, and a club (made from a piece of hardened hose). You'll find a pair of pliers hidden inside the mast at the back of the room. Take them from the opening at the bottom. You got the floats from the fisherman's cabin. Copper wire came from opening the fuse box in the Manor. You've had the small pipe since you started the game. You can get water from the puddle on the floor. The fire extinguisher was beside the fireplace in the Manor.

Oh, man! I'm back on this ship, back in time. Now what do I do?

Put the floats on the floor in front of the wooden box. Use the copper wire on the electric wire. This will make a shunt. Cut the electric wire with the pliers. Use the small pipe on the puddle. Use the small water-filled pipe on the lock. Use the fire extinguisher on the lock. Break the frozen lock with your club.

You need to find an oar.

What do I use to untie Melkiar?

Move to the very back of the ship. Carefully look beside the pile of cannon balls. You'll find an oar there.

I've noticed some wooden pins along the wall. Can I take one? If so, how?

Yes. They're wedged in pretty tight, so you'll need to use an item from your inventory to remove them. When you use your pliers on several of the pins, one of them will pull free.

I've found a closet, but I can't reach that halyard. What do I need?

A boathook. You'll need to create your own from items in your inventory.

How do I make a boathook from items in my inventory?

You'll need: an oar, a wooden pin, a ribbon, a nail, and a pair of pliers. You'll find an oar in the back of the ship on mid-deck beside a pile of cannon balls. You can use your pair of pliers to remove one of the wooden pins from the wall. You can find a ribbon in the trunk in the hold.

I used the boathook to pull on the halyard. Nothing really seemed to happen. What am I doing wrong?

To create a boathook, assemble these items in your inventory. Use the ribbon to attach the wooden pin to the oar. Use the pliers to twist the nail. Use the twisted nail on the wooden pin of the oar. You now have a boathook.

Pay attention. Something is happening. When you pull on the halyard you should hear a sliding noise. This is because the halyard is actually hoisting something. If you could figure out a way to keep the halyard pulled down, you'd find what it's hoisting.



How do I keep the halyard pulled down?

Pull on the end of the halyard. In the inset, use the corkscrew on the notch. Then attach the end of the halyard to the corkscrew.

I pulled up a bucket from outside the ship, but I don't see anything in the bucket. What can I do with it?

Try looking in it a few times. You'll see a piece of a sawfish left in the bucket. Take the piece of sawfish. Also, remember to go back and take the corkscrew. You'll need it later.

In the Hold

Okay. I'm in the hold again. What things do I need here?

You need the things from inside the trunk and you need the nail from under the stool.

How do I open the trunk?

Use the hook you took from the door by Melkior to open the trunk.

I opened the trunk. What should I find?

You need to take the clothes and the ribbon.

I found a nail in the bottom of the stool. Do I need it? If so, how do I get it?

Yes. Use your pliers to remove the nail.

Hey this trunk has a false bottom! How do I open that?

Use the dagger you took from the desk drawer in the captain's cabin on it.

What am I supposed to find in the false bottom?

Two items: beauty powder and a handkerchief. Take them both.

On the Upper Deck

Captain's Cabin

I'm on the balcony of the captain's cabin. Nice view. Am I supposed to get something out here?

Yes. Did you notice that flag? Take it.



I'm in the captain's cabin. Now what?

Look at the desk. Examine it. Oak, isn't it? Try opening the drawer. Look under the captain's desk chair.

I give up. How do I get this desk drawer open? It's locked tight.

That's a really nice desk chair. Is it important?

Go into the room with the sink and look under the rug. There, you'll find a brass key. Use the brass key to open the drawer.

Sure. You might want to look underneath it.

I'm in the captain's sleeping chamber, but I don't see anything worth taking. What am I missing?

I found a brass key under the rug in the sink room. What does it open?

I've noticed a notch in the dresser in the sink room. What does this do?

Wow! I found a secret room! What am I looking for in here?

How do I open the dresser?

Open the dresser and take two items: the smelling salts from the left side and the bowl from the right side.

Have you tried it on the desk yet? That's right, it opens the desk.

Do you have the seal from the drawer of the secretary in the office? Use the seal on the notch and a secret passage will open.

Take a look behind the '60's bar. You'll find a phonograph. Then look under the low table. You'll find a record. Take them both.

Do you have the silver key from under the office chair? Use the silver key to open the dresser.

What am I supposed to find in the dresser?

A jewelry case containing an iron key.

I found a dagger in the desk drawer. What do I do with it?

Use the dagger to cut the rug over the trapdoor.

I tried to open the trapdoor, but the rug's on top of it! How do I get that rug off the trapdoor?

Use the dagger you retrieved from the desk drawer to cut the rug. Now the trapdoor will open.

I think I'm ready to leave the captain's cabin, but I want to make sure I haven't forgotten anything. Before I go, what should I have?

You should have three items in your inventory: an iron key, a covered cage, and a magic revolver.

What do I do with the phonograph and record?

Place it on the music table in the cabin's room then put the record on it. Wind the handle and press the start button.

What do I do with the bird cage?

Place the cage on the table beside the captain's desk. Take the banana slices from the dish in the corner of the captain's sleeping chamber. Put the banana slices in the cage. Place the bowl under the parrot, Galipo. Put the paint remover and smelling salts in the bowl. When Galipo is in the cage, cover it with the flag.

Hey, I touched the firing cannons in the painting behind Galipo's cage. The painting fell off the wall! There's some kind of button box behind it. What is it?

Where do I find the combination to the safe?

You'll find it in the room with the sink. Use the polish on the handkerchief to clean the sink. Then use the blotter on the sink. Look at these numbers and write them down. This is the safe combination. Enter these numbers to open it.

I found a box in the safe, is there anything important inside of it?

Yes, a revolver.

How do I get the box open?

Turn the chest to the right. When you're looking at its left side, click on the top of the box. You'll find a little gold key. Turn the box again. When its front is facing you, click on the middle section. This will expose the lock. Use the little gold key to open it. Take the revolver.

Every time I try to open the dresser, that lousy parrot squawks! How do I shut him up?

Place the cage on the table beside the captain's desk. Take the banana slices from the dish in the corner of the captain's sleeping chamber. Put the banana slices in the cage. Place the bowl under the parrot, Galipo. Put the paint remover and smelling salts in the bowl. When Galipo is in the cage, cover it with the flag.

Upper Deck Hallway

Hey! All these doors are locked. How can I get into any of them?

You need a master key. Have you been in the cellar? You can find the master key there.

Cellar

I'm in the cellar, but I don't see anything of interest. What am I doing wrong?

Do you notice that post in the corner? Look closely at it. You'll notice a small opening on it. Use the corkscrew on the opening. Inside it you'll find a master key. Take it. You'll need it.

I tried to climb up the post, but it's slippery. How do I get back in the captain's cabin?

You'll have to climb up this post. Did you get the beauty powder from the trunk in the hold? Use the beauty powder on the post. Now you'll be able to climb up.



Office

I opened a very elegant door and seem to be in some kind of office. What can I find in here?

Did you look behind the red velvet curtains in the corner? Take the golden cage.

I've found a golden cage. Is that everything I can take from the office?

Have you looked in the drawer of the secretary? Open it and you'll find a ring with a seal on it. Take that ring.

Storage Room

I found a mysterious door in the storage room. Is there some way I can open it?

Sure. Do you have the master key from the cellar? Use this key to open the mysterious door. Once you open it, be sure to take the polish.

I haven't found anything useful. What do I need inside this room?

Take the flask of polish.

Music Room

What items do I need in here?

Take the record from the low table. Take the phonograph from behind the counter of the 60's style bar.

Helping Yoruba

I give up. How do I get in to help Yoruba?

You need to pull down on the ring on mid deck. Use the towel you took from one of the three containers to do it. Once you pull down on the ring, a wooden panel will open revealing a secret compartment. Place the bird cage you got from the captain's cabin on the bottom of the secret compartment. Now pick up the cage. A rod over the trapdoor lock will slide to one side. Use the iron key from the dresser in the captain's cabin to open the lock on the trapdoor. Now you'll get in to see Yoruba.

How do I unshackle Yoruba?

You'll need to shoot the shackles off Yoruba using your revolver. Use the pliers to hold the door in the mast open. Take the cotton bale from behind the locked sarcophagus. Place the cotton bale at the bottom of the mast. Use the boathook to make a bottle of rum fall from the shelf onto the bale. Find the shiny necklace in the crevice of the floor. Use a metal object in your inventory (revolver, pliers, corkscrew) to get the necklace. Use the magnetic necklace on the revolver. Shoot the shackles off Yoruba.



How do I get this magic revolver to work?

Find the shiny necklace in the crevice of the floor. Use a metal object in your inventory (revolver, pliers, corkscrew) to get the necklace. Use the magnetic necklace to operate the revolver.

Melkior is ready to go to the Island of St. Cristobald, but he seems to be waiting for something. What's he waiting for?

He's waiting for you to give him the coordinates to the island.

Where do I find these coordinates?

One of the items in your inventory has the coordinates on it. Inspect the bottle of rum. Use the sponge on it to remove the label. Use the label on Melkior. Now he'll have the coordinates. Teleport to the island.

At the Beach

What's to do at the beach?

After you've listened to what Yoruba has to say, head for the waterfall.

Melkior gave me a holocom. What do I do with it?

You'll use it later on the island to call Melkior. To operate it you simply set it down in the sunshine and then turn it on.

At the Waterfall

How do I help Amilcar's manicou?

You need four items: a corkscrew, a small pipe, a flag, and coconut milk. At this point, you'll already have the first three items in your inventory. You got the flag from outside the captain's cabin on the Briscarde. You can pick up the coconut milk from the coconut on the ground beside the waterfall. Use the corkscrew to make a hole in it. Then use the small pipe on it to get some milk. Give the small pipe of milk to the manicou. Then wrap the manicou up in the flag.

I can't open the passage beside the waterfall.

What am I doing wrong?

Use the parrot on the passageway. He'll imitate Makandal's voice closely enough that it will open.

Makandal's Hut

How do I get inside Makandal's hut?

Select the flat key from your inventory. Use it on the cage. You'll find several gold pieces in the cage's false bottom. Put the gold pieces in the door's slot. After you talk to Makandal, go to Delia's hut then return to Makandal's hut again.

What do I do once I'm inside Makandal's hut?

Scare Makandal using Melkior's holocom. Place it on the table. Open the window. Then start the holocom by clicking on it. When Makandal's scared away, pour Delia's potion into Makandal's glass. After Makandal drinks Delia's potion, take the glass.

Do I need to take anything from Makandal's hut?

Yes. After Makandal drinks Delia's potion, take his glass.

Where do I go from here?

Meet with Velvet and Celeucie in Delia's hut.

Delia's Hut

I'm in Delia's hut and the game keeps ending. What am I doing wrong?

Select the flat key from your inventory. Use it on the cage. You'll find several gold pieces in the cage's false bottom. Put the gold pieces in the door's slot. After you talk to Makandal, go to Delia's hut then return to Makandal's hut again.

Scare Makandal using Melkior's holocom. Place it on the table. Open the window. Then start the holocom by clicking on it. When Makandal's scared away, pour Delia's potion into Makandal's glass. After Makandal drinks Delia's potion, take the glass.

I've gotten Delia's recipe book, but still keep losing the game. Do I need anything else?

Yes. After Makandal drinks Delia's potion, take his glass.

I see a spider! I hate spiders. Should I kill it?

Meet with Velvet and Celeucie in Delia's hut.

Serapion

How can I communicate with Serapion?

Go to Delia's hut and she will give you an "inverter." Then go to Makandal's cabin. He'll give you some "bequiet." Use the "inverter" on the "bequiet" to create the "speakable." Use the "speakable" on Serapion and you'll be able to talk to him.

How do I get past this mean dog?

Be sure to talk to Serapion twice. After you talk to him a second time, he'll give you some coarse salt. Use the "inverter" on the salt to turn it into sugar. Use the sugar on the mean dog. Now you'll get past him.

Kitchen

How do I get rid of the snake?

Take the bag from the table. Look in your inventory and click on the bag. Then click on the flower to remove it from the bag. Use the bag on the fire to take some embers. Now place the bag on the stool. When the snake crawls into the bag, place the bag on the embers of the fire.

Ravine

Okay, how do I defeat Jarlath?

Did you take the flower from the bag on the table? Use the flower on Jarlath. He will fall to his death in the ravine.

Congratulations! You've won Lost in Time

Walk-Through

WARNING: DO NOT read this section unless you've finished the game!

Below you'll find the most efficient way to complete *Lost in Time*. This is not the most fun way to do it, just the fastest. If you don't want to know how to do everything in the briefest possible manner, please don't read any further. It will spoil the game for you!

1840: The Briscarde (before visiting the Manor)

Hold

Look behind the barrel.

Take the lamp.

Use the lamp on the trapdoor to go down into the bilge.

Bilge

Look in the cask.

Take the palm oil.

Use the oil on the pump handle.

Pump the handle.

Look behind the chain.

Take the corkscrew.

Go up to the hold.

Hold

Use the lamp to look behind the barrel.

Take the sponge.

Put the sponge in the bucket of water.

Use the wet sponge to remove the poster.

Use the corkscrew on the knot-hole.

Talk to Yoruba through the hole.

Take the knife.

Use the knife to carve a step in the post.

Climb up to the mid deck.

Mid Deck

Take the towel from a container.

Use the towel to pull the ring and open the secret compartment/wooden panel.

Take the soap from the cache.

Use the soap on the rusted cannon barrel to make soap shavings.

(You can also use the corkscrew, nail, pliers, or oar to make the soap shavings.)

Use the shavings on the sliding door.

Open the sliding door.

Talk to Melkior.

Manor Gate

Look in the basket on top of the tractor.

Take an apple.

Give the apple to the horse. He'll move out of the way.

Take the dart and the note attached to the gate (goes into the NOTEBOOK).

Take the battery from the tractor.

Look in the tool box on the tractor.

Take the empty cigarette pack containing the empty match box and aluminum foil.

Take the small pipe.

Use the small pipe to take some acid from the battery.

Use the acid in the small pipe on the lock to open it.

Go through the gate to the front yard/garden.

Go to the north side of the lighthouse.

Lighthouse [north side]

Take the bottle containing the vinegar in front of the barrel.

Go to the manor door.

Manor Door

Take the portrait attached with a wire.

Take the handle of the door.

Construct an electromagnet using the battery filled with vinegar and the wire coiled around the door handle.

Use the dart to push the key out of the keyhole on the other side of the door.

Use the electromagnet to pull the key from under the door.

Take the key.

Enter the manor.

Manor

Remove the copper wire to open the fuse box.

Take the box with resin in it.

Use the aluminum foil to repair the fuse for the elevator.

Take the roasting spit on the andirons in the fireplace.

Take the oar from the wall recess.

Go to the vault.

Vault

Put the portrait in the notch on the steps.

Enter the age of the captain and click on the cross. (The elevator appears.)

Go to the north side of the lighthouse.

Lighthouse [north side]

Use the dart to remove the cork and empty the barrel.

Take the barrel to get to the basement window.

Use the roasting spit to break the basement window.

Take the hose.

Go to the east side of the lighthouse.

Lighthouse [east side]

Attach one end of the hose to the lighthouse door.

Go to the vault.

Vault

Attach the other end of the hose to the elevator rail.

Send the elevator down to open the lighthouse door.

Go to the lighthouse.

Lighthouse

Take the wooden shoe with a key in it.

Go to the second floor.

Open the drawer.

Take the book page (goes into the NOTEBOOK) and the acid solution.

Use the oar to open the cabinet.

Take the razor.

Use the field glass to look at the shipwreck and write down the symbols/colors.

Go to the third floor (lamp).

Take the bottle containing kerosene from behind the curtains.

Use the razor to cut a piece of the curtain.

Go to the first floor.

Use the rusted key in the wooden shoe to open the door of the basement.

Go to the basement.

Open the valve.

Go to the vault.

Vault

Go down into the crypt in the elevator.

Open the trunk using the symbols from the shipwreck.

Take the ship's log and the fiberglass.

Climb on a barrel and take a bottle of cider.

Open it while aiming the cork at the container/rust remover.

The cork will land in the well.

Pick up the rust remover.

Go to the garden/well.

Garden/Well

Use the fiberglass and resin to repair the damaged hose.

Connect the hose to the faucet and put the other end in the well.

Open the faucet.

When the well is full, pick up the cork.

Go to the lighthouse basement.

Basement

Pick up a piece of glass from the broken basement window.

Pour acid solution on the algae.

Scrape the algae off with the broken glass.

Use the rust remover on the mechanism.

Use the roasting spit to raise the gate.

Use the wooden shoe to remove the water from the boat.

Plug the hole with the cork and the piece of curtain.

Use the oar to row the boat.

Beach

Enter the fisherman's cabin.

Open the dresser.

Take the ship-in-a-bottle and the nuoc-mam.

Look in the basket on the table.

Take the handkerchief, the nail, and the piece of bread.

Take the notebook from under a leg of the chair.

Move the chair.

Climb on the chair.

Use the nail to remove the chandelier.

Dismantle the chandelier to get the cork floats, the candle, and the anchor.

Go out of the cabin to the beach.

Pour the nuoc-mam on the piece of bread.

Throw the piece of bread onto the roof.

The gulls come and make the buoy fall.

Use the razor to cut the rope from the buoy.

Attach the rope to the anchor to make a hook.

Throw the hook to the top of the cliff.

Garden and Well

Take the log by the manor door.

Cut a piece of hardened hose to make a club.

Use the club to break the ship-in-a-bottle. (You'll get some matches.)

Use the club to break the lid of the barrel.

Return to the basement to get the items you left there.

Go into the manor.

House

Put the rod in front of the contacts.

Put the log, handkerchief, and kerosene in the fireplace (Using the kerosene on the handkerchief also works.)

Strike a match on the empty match box and start a fire in the fireplace.

Place the barrel on the flagstone that appears in front of the fireplace.

Seal the hole in the barrel with the candle.

Take the fire extinguisher.

Use the club on the barrel to open it.

Open the trunk full of sand.

Use the wooden shoe to take sand from the trunk and fill the barrel. (The secret passage opens.)

Hold

Look at the mast.

Take the pliers from the mast.

Put the floats on the floor in front of the crate.

Use the copper wire on the electric wire to divert the current. (You'll create a shunt.)

Cut the electric wire with the pliers.

Use the small pipe to get some water from the puddle.

Use the small pipe on the lock.

Use the fire extinguisher to freeze the lock.

Break the frozen lock with the club. (The crate opens to reveal the sarcophagus and Jarlath appears.)

[after visiting the Manor]

Mid Deck

Take the hook from the door by Melkior.

Take the oar (by the cannon balls).

Use the pliers to remove one of the wooden pins.

Go down to the hold.

Hold

Use the hook to open the trunk.

Take the clothes and the ribbon (open the trunk twice).

Take the nail from under the stool.

Go up to the mid deck.

Mid Deck

Use the ribbon to connect the oar and the wooden pin.

Use the pliers to twist the nail.

Attach the twisted nail to the oar/wooden pin to make a boathook.

Use the boathook to pull the halyard in the closet.

Look at the end of the halyard.

Stick the corkscrew into the notch in the wall.

Attach the halyard to the corkscrew.

Look through the porthole to see the rope.

Pull the rope to bring up the bucket.

Look in the bucket 3 times.

Take the sawfish head.

Retrieve the corkscrew from the notch in the wall.

Open the door to Melkior to use the sawfish head to cut his ropes. (Melkior takes Doralice to see Oswald.)

Captain's Cabin

Take the flag from the stern out on the balcony.

Look at the desk.

Take the silver key from under the desk chair.

Open both doors of the dresser located in the chamber.

Take the bottle of smelling salts and the bowl.

Take the brass key from under the rug in the other room.

Use the brass key to open the desk drawer.

Take the blotter from the drawer.

Open the drawer a second time and pull the drawer out.

Take the dagger from the drawer.

Use the dagger to cut the rug over the trapdoor in the sleeping chamber.

Open the trapdoor and go into the cellar on the upper deck.

Cellar [upper deck]

Look at the post.

Use the corkscrew on the opening.

Take the master key.

Exit to the upper deck and then go to the hold.

Hold

Use the dagger to open the false bottom of the trunk.

Take the beauty powder and the handkerchief (open the trunk twice).

Go to the upper deck.

Office [upper deck]

Use the master key to open the very elegant door to the office.

Open the curtains in the corner of the room.

Take the golden cage.

Open the drawer of the secretary.

Take the ring with a seal.

Exit to the upper deck.

Storage room [upper deck]

Use the master key to open the mysterious door to the storage room.

Take the polish.

Exit to the upper deck and go to the cellar.

Cellar [upper deck]

Use the beauty powder on the post.

Climb up to the chamber of the captain's cabin.

Captain's Cabin [upper deck]

Look at the dresser in the room.

Use the seal on the notch on the dresser to open the secret passage.

Go down to the music room.

Music Room [upper deck]

Take the record from the low table.

Take the phonograph from behind the counter of the 60's style bar.

Exit to the upper deck and go back to the cellar then up to the captain's cabin.

Captain's Cabin [upper deck]

Place the phonograph on the music table.

Put the record on the phonograph's platter.

Turn the handle and push the start button on the phonograph.

Place the cage on the table (piece of furniture).

Take the banana slices from the dish in the corner of the chamber.

Put the banana slices in the cage.

Place the bowl under Galipo.

Put the acid solution (muriatic acid) and smelling salts (ammonia) in the bowl.

When the parrot is in the cage, cover the cage with the flag.

Use the polish on the handkerchief to clean the sink in the room.

Use the blotter on the sink and write down the combination.

Click on the firing cannons on the painting. (The painting will fall off the wall to reveal a safe.)

Use the combination to open the safe.

Take the small box (click on it two times in your inventory).

Turn the chest to the right.

When you're looking at its left side, click on the top of the box.

You'll find a little gold key.

Turn the box again.

When it's front is facing you, click on the middle section.

This will expose the lock.

Use the little gold key to open it.

Take the revolver.

Use the silver key to open the dresser.

Take the iron key from the jewelry case.

Take the cage and go to mid deck.

Mid Deck

Use the towel to pull the ring and open the secret compartment/wooden panel.

Place the cage on the bottom of the secret compartment.

Retrieve the cage, and the rod over the trap door moves out of the way.

Use the iron key to open the lock on the trapdoor to where Yoruba is held.

Helping Yoruba

Use the pliers to hold the door in the mast open.

Take the cotton bale from behind the locked box that contains the sarcophagus.

Place the cotton bale at the bottom of the mast.

Use the boathook to make a bottle of rum fall from the shelf onto the bale.

Find the shiny necklace in the crevice of the floor.

Use a metal object (revolver, pliers, corkscrew) to get the necklace.

Use the magnetic necklace to make the revolver work.

Use the revolver to break Yoruba's shackles.

Use the wet sponge on the bottle of rum to remove its label.

Use the label on Melkior to show him the coordinates of the Island of St. Cristobald.

Teleport to the island.

Beach

After listening to Yoruba, go to the waterfall.

Waterfall

Use the corkscrew to put a hole in the coconut.

Get some coconut milk with the small pipe.

Give the milk in the small pipe to the manicou.

Use the flag on the manicou.

Use the parrot on the passage.

Makandal's hut

Use the flat key on the cage.

Put the golden pieces in the door's slot.

Go to Delia's hut.

Delia's hut

While Delia looks for her glasses, take the recipe book.

While she is gone, use the mirror on the spider.

Take the silk blouse.

Go to Makandal's hut.

Makandal's hut

Place the holocom on the table.

Open the window.

Start the holocom by clicking on it.

Pour the potion into Makandal's glass.

After Makandal drinks the potion, take the glass.

Meet with Velvet and Celeucie.

Serapion's hut

Go to Delia and get the "Inverter."

Go to Makandal and get the "Bequiet."

Use the "Inverter" on the "Bequiet" to make the "Speakable."

Use the "Speakable" on Serapion.

Talk to Serapion a second time and take the coarse salt.

Use the "Inverter" on the coarse salt to make sugar.

Use the sugar on the dog.

Go to the kitchen.

Kitchen

Take the bag on the table.

Take the flower out of the bag.

Use the bag to get some embers.

Put the bag on the stool. (The snake will crawl from the crib into the bag.)

Put the bag with the snake in it on the embers.

Ravine

Use the flower on Jarlath.

Congratulations!

You've won Lost in Time.